<u>In the claims:</u>

Please amend the following claims:

1.(currently amended) A method for playing a card game by at least one player and a dealer with playing cards, comprising:

(a) providing at least one deck of playing cards comprising four suits totaling fifty two cards, with each suit including thirteen cards ranking from ace to ten and through court cards, jack, queen and king, the deck of cards shuffled before playing;

(b) assigning a point value to each of the playing cards, with the ace through nine of each suit counted at face value of one through nine points, and the ten through king of each suit being assigned a point value of zero by dropping the tens digit;

(c) <u>placing wagers on the outcome of the play by the player in a wagering game, not allowing additional wager after the cards are dealt;</u>

[[(c)]] <u>(d)</u> dealing an initial player's hand of two cards <u>all face up</u> to the player and an initial dealer's hand of two cards to the dealer, the point value of the initial dealer's hand not revealed by dealing at least one of the two dealer's cards face down;

[[(d)]] <u>(e)</u> adding the point values of the initial player's hand, dropping the tens digit of the point value if any,

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to provide a count value between zero and nine;

[[(e)]] (f) hitting a third card by the player if desired and adding the point values of the resulting three card player's hand, dropping the tens digit of the sum of the three card player's hand if any, to provide a count value between zero and nine;

[[(f)]] (g) exposing the initial dealer's hand after the player has acted completely on his hand thereby revealing the point value of the initial dealer's hand;

[[(g)]] (h) adding the point values of the initial dealer's hand and dropping the tens digit of the point value to provide a count value between zero and nine;

[[(h)]] (i) completing the dealer's hand by hitting a third playing card when the point value of the initial dealer's hand is zero to four and standing if the point value is five to nine;

[[(i)]] (j) adding the point value of the dealer's hand, dropping the tens digit if any, to provide a final count value between zero and nine; and,

[[(j)]] k comparing the final count value of the dealer's hand with the count value of the player's completed hand, a player's completed hand having a count value closer to nine and greater than the dealer's final count value resulting in a win for the player, a player's completed hand having a count

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value equal to the dealer's final count value resulting into a tie, and a player's completed hand having a count value less than the dealer's final count value resulting in a loss for the player.

2. (original) The method for playing a card game of claim 1 wherein the player's and the dealer's completed hand is limited to no more than three cards.

3. (original) The method for playing a card game of claim 1 further comprising providing a win for the dealer on a score selected from the group consisting of an all zero tie, an all one tie, an all two tie, any two of the scores and all three scores.

4. (original) The method for playing a card game of claim 1 further comprising providing a special payout or automatic win on a player hand having a final count value of nine from three cards with each card having a point value of three or a hand comprising of three cards of the same suit with one card having a point value of two, a second card having a point value of three and a third card having a point value of four or on both types of player hand.

5. (original) The method for playing a card game of claim 1 further comprising providing splitting an initial pair of cards having equal numerical values into separate hands and playing each hand independently.

6. (original) The method for playing a card game of claim 5

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wherein the splitting is limited to three separate hands after splitting.

7. (original) The method for playing a card game of claim 5 wherein the splitting of court cards having the same numerical value is limited to the same court cards.

8. (original) The method for playing a card game of claim 1 further comprising ruling a two card hand of nine winning over a three card hand of nine.

9. (original) The method for playing a card game of claim 8 wherein a three card hand still wins over a two card hand only if the three card hand all have a score of three or if the three cards are of the same suit with one card having a point value of two, a second card having a point value of three and a third card having a point value of four.

10. (original) The method for playing a card game of claim 8 wherein a two card hand of nine having no face card is ruled a better or a worst hand than a two card hand of nine having a face card or a ten card.

11. (original) The method for playing a card game of claim 1 wherein the card game is a wagering card game and a bet is placed by the player on the outcome of the card game, the player being paid for winning the game, the player keeping the bet on a tie or the bet being collected by the dealer when the player loses.

12. (currently amended) A method for playing a card game by at least one player and a dealer with playing cards, comprising:

(a) providing at least one deck of playing cards comprising four suits totaling fifty two cards, with each suit including thirteen cards ranking from ace to ten and through court cards, jack, queen and king, the deck of cards shuffled before playing;

(b) assigning a point value to each of the playing cards, with the ace through nine of each suit counted at face value of one through nine points, and the ten through king of each suit being assigned a point value of zero by dropping the tens digit;

(c) dealing an initial player's hand of two cards to the player and an initial dealer's hand of two cards to the dealer, the point value of the initial dealer's hand not revealed by facing at least one of the two dealer's cards down;

(d) adding the point values of the initial player's hand or the player's separate hands and dropping the tens digit of the point value if any to provide a count value between zero and nine;

(e) hitting a third card by the player if desired and adding the point values of the resulting three card player's hand, dropping the tens digit of the sum of the three card player's hand to provide a count value between zero and nine;

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(f) declaring an automatic loss for the player having a completed hand scoring two or less, including a score of zero;

[[(f)]] (g) exposing the initial dealer's hand after the player has acted completely on his hand thereby revealing the point value of the initial dealer's hand;

[[(g)]] (h) adding the point values of the initial dealer's hand and dropping the tens digit of the point value to provide a count value between zero and nine;

[[(h)]] (i) completing the dealer's hand by hitting a third playing card when the point value of the initial dealer's hand is zero to four and standing if the point value is five to nine;

[[(i)]] (j) adding the point value of the dealer's hand, dropping the tens digit if any, to provide a final count value between zero and nine; and,

[[(j)]] (k) comparing the final count value of the dealer's hand with the count value of the player's completed hand, a player's completed hand having a count value closer to nine and greater than the dealer's final count value resulting in a win for the player, a player keeping his/her bet when a tie is on a count value of three to nine, a player's completed hand having a count value equal to the dealer's final count value resulting into a tie, and a player's completed hand having a

count value less than the dealer's final count value resulting in a loss for the player.~~, and,~~

~~(l) ruling a win on a completed two card hand of nine over a three card hand of nine;~~

13. (original) The method for playing a card game of claim 12 wherein the player's and the dealer's completed hand is limited to no more than three cards.

14. (original) The method for playing a card game of claim 12 wherein the card game is a wagering card game and a bet is placed by the player on the outcome of the card game, the player being paid for winning the game, the player keeping the bet on a tie or the bet being collected by the dealer when the player loses.

15. (original) The method for playing a card game of claim 14 further comprising providing more than one deck of card for the game, designating certain areas for placing the cards and the player's bet, designating uniform hand signals for standing or hitting another card, limiting the amount of bet and payouts, using a cut card to signal the termination of the game, discarding the first card before dealing the cards to the player and the dealer.

16. (currently amended) The method of claim 14 wherein ~~the bet is automatically collected by the dealer when the player's final score is two or less, including a score of zero while~~ a

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<u>completed two card hand of nine wins over a three card hand of</u>

<u>nine.</u>

17. (original) The method for playing a card game of claim 14 further comprising providing a special payout for a player having a two card hand of nine having no face card or a ten card.

18. (original) The method for playing a card game of claim 14 further comprising providing a special payout for a player having a two card hand of nine having a face card or a ten card.

19. (original) The method for playing a card game of claim 14 further comprising providing a special payout for a player having a two card hand of nine having no face card or a ten card and an even payout for a two card hand having a face card or a ten card.

20. (original) A method for playing a card game having favorable odds for a dealer or a casino, comprising:

(a) providing more than one deck of playing cards comprising four suits totaling fifty two cards, with each suit including thirteen cards ranking from ace to ten and through court cards, jack, queen and king, the deck of cards shuffled before playing;

(b) assigning a point value to each of the playing cards, with the ace through nine of each suit counted at face value of one through nine points, and the ten through king of each suit being assigned a point value of zero by dropping the

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tens digit;

(c) dealing an initial player's hand of two cards to the player and an initial dealer's hand of two cards to the dealer, the point value of the initial dealer's hand not revealed by facing at least one of the two dealer's cards down;

(d) adding the point values of the initial player's hand or the player's separate hands and dropping the tens digit of the point value if any to provide a count value between zero and nine;

(e) hitting a third card by the player if desired and adding the point values of the resulting three card player's hand, dropping the tens digit of the sum of the three card player's hand to provide a count value between zero and nine;

(f) declaring an automatic loss for the player having a completed hand scoring two or less, including a score of zero;

(g) exposing the initial dealer's hand after the player has acted completely on his hand thereby revealing the point value of the initial dealer's hand;

(h) adding the point values of the initial dealer's hand and dropping the tens digit of the point value to provide a count value between zero and nine;

(i) completing the dealer's hand by hitting a third playing card when the point value of the initial dealer's hand is zero to four and standing if the point value is five to nine;
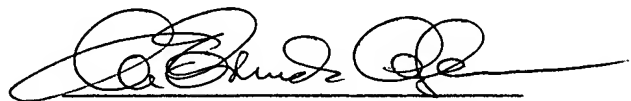
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(j) adding the point value of the dealer's hand, dropping the tens digit if any, to provide a final count value between zero and nine;

(k) comparing the final count value of the dealer's hand with the count value of the player's completed hand, a player's completed hand having a count value closer to nine and greater than the dealer's final count value resulting in a win for the player, a player's completed hand having a count value of three to nine equal to the dealer's final count value, resulting into a tie, and a player's completed hand having a count value less than the dealer's final count value resulting in a loss for the player; and,

(l) ruling a win on a completed hand of two cards scoring a nine over a three card hand scoring a nine, the two card of nine having no face cards or a card of ten given a special payout while the two card of nine having a face card or a card of ten given an even payout.

No fee is believed due.

Respectfully submitted,

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